Wii™

Kirby's Epic Yarn™

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING – Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION – Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

REV-R

ORIGINAL MANUAL

Any original instruction manuals included with this software are digital reproductions of the original printed manuals. They are as faithful as possible to those documents and feature a bare minimum of edits. Please note that some of their content may feel inappropriate to modern players; furthermore, reference may be made to features that can't be used in this version of the game, or the contact information provided may no longer be valid. Please also note that printed manuals were not always released in multiple languages in North America.

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THE STORY

One day in the peaceful kingdom of Dream Land, Kirby™ was out for a stroll when he spotted his favorite food, a bright red tomato, sitting on top of a bush. As soon as he tried to swallow the tomato, though, a caped sorcerer appeared!

Yin-Yarn the Sorcerer

"Hey! That's my magic Metamato!" the sorcerer shouted.

But Kirby gulped the Metamato right down! Just then, a white sock around the sorcerer's neck began to glow...and Kirby was sucked right into the sock!

It took Kirby a moment to realize that somehow the sock had transported him to a world made completely of cloth and yarn. And to his great surprise, he saw that his whole body was made out of yarn!

Then Kirby noticed a yarn monster chasing a blue yarn boy! Kirby transformed into a car and saved the boy from the monster. Apparently, that strange Metamato gave Kirby the power to seamlessly transform into a car and...who knows what else?

Prince Fluff

Kirby

The blue yarn boy said his name was Fluff and that he was the prince of Patch Land. Prince Fluff explained that he was on a journey to stitch the continents of Patch Land back together after they had been torn apart by Yin-Yarn the Sorcerer. When Kirby heard this, he decided to help Prince Fluff save Patch Land and destroy the evil Yin-Yarn!

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See p. 6 for more info about saving.

LANGUAGE SELECTION

To play this game in English, change your language settings in the Wii System Settings.

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the system will check if you have the latest version of the system menu, and if necessary a Wii system menu update screen will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the Wii system menu in order to play the Game Disc.

When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed, causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

STARTING THE GAME

Insert the Kirby's Epic Yarn Game Disc into your Wii™ console disc slot. The Wii console will turn on.

1. When the screen on the right appears, read the information and press Ⓐ.

2. Point at the Disc Channel on the Wii Menu, then press Ⓐ.

Wii Menu

3. When the Channel Preview screen appears, point at Start and press Ⓐ.

Channel Preview Screen

4. Fasten the wrist strap as shown, and press Ⓐ when you are ready. Turn the Wii Remote™ and hold it sideways.

Strap Usage Screen

⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play. Also remember the following:

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play, and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*
- *Use the Wii Remote Jacket.*

PLAYING FOR THE FIRST TIME (Creating a Save File)

The first time you play, you must create a save file. Choose YES to create a save file and proceed to the title screen. You will need 31 blocks of free memory on your Wii Console to create a save file for this game.

TITLE SCREEN

Select either ONE PLAYER or TWO PLAYERS by pressing up or down on ✚, then press ② to confirm your selection. You will need to sync a second Wii Remote to play with two players.

See p. 8 for more information about TWO-PLAYER CO-OP MODE.

FILE-SELECTION SCREEN

To load a game, choose a save file and select **OK**. You can also copy and erase save files at this screen.

File Options

Copy File	Copy the selected save file to another save slot. Choose the file you want to copy, then choose the desired slot for the new file.
Erase File	You can erase save files. *Erased save files cannot be restored, so please be careful!*

ABOUT SAVING

Whenever you successfully clear a stage (p. 16), acquire fabric or furniture (p. 18, 19), or redecorate Kirby's pad (p. 18), your data will be saved automatically.

For more information about managing save files and SD Card data from your Wii Menu, please see the Wii Operations Manual: Channels and Settings.

CONTROLS

Hold the Wii Remote sideways to play Kirby's Epic Yarn. There will also be parts of the game that will require you to point the Wii Remote at the screen.

Wii REMOTE (When Held Sideways)

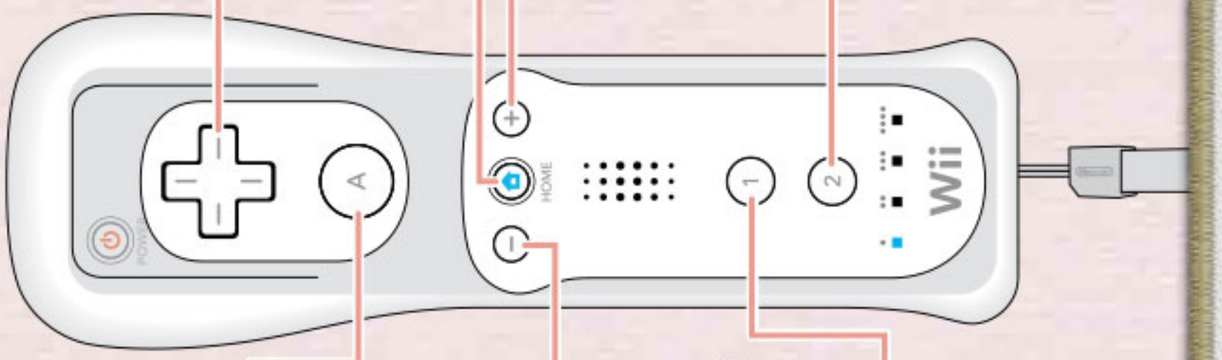
Red text refers to when you are making menu selections, and blue text refers to when you are controlling Kirby. For more information on Kirby's actions, please see p. 9-12.
When watching a movie in-game, you can press + and select YES to skip to the end. Movies you have seen once will be available for later viewing in Patch Plaza (p. 17).

HOME Button
- HOME Menu

+Control Pad
- Select a menu item
- Actions (p. 9-12)
- Underwater actions (p. 10)

+ Button
- Pause menu (p. 14)

2 Button
- Confirm a menu item
- Jump actions (p. 10)



A Button
- Area Info (p. 13)

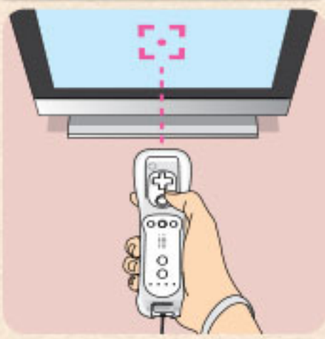
1 Button
- Back
- Whip actions (p. 11)
- Rolling up enemies (p. 12)

– Button
- Area-selection screen (p. 13)
- Display controls on stage screen (p. 14)

Wii REMOTE (When Pointed at the Screen)

You will need to point the Wii Remote at the screen when you redecorate (p. 18) your room in Dom Woole's apartment building.

Pointing

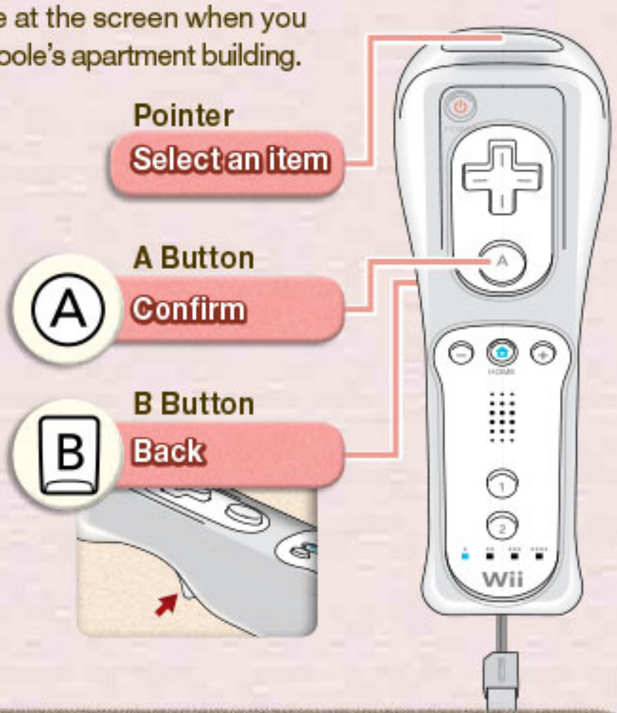


Point the Wii Remote at the television in order to control the cursor when navigating menus.

Pointer
- Select an item

A Button
- Confirm

B Button
- Back



TWO-PERSON COOPERATIVE PLAY

If you have two Wii Remotes, you can play as Kirby while a friend plays as Prince Fluff. Prince Fluff's controls are the same as Kirby's. Sync the second player's remote, then choose TWO PLAYERS from the title screen or stage-start screen (p. 14).
When the P2 mark appears, the second player may press 2 on his or her remote to start two-person cooperative play.
Some transformations (p. 12) will entail different controls for the two players.

P2 Mark

ANGIE TO THE RESCUE!

On a stage, either player can press A to summon Angie and have her carry you to the other player. While Angie is carrying you, you cannot be hurt by enemies (p. 15). While being carried, you can press 2 to make Angie fly faster.

ACTIONS

Kirby now has many ways of manipulating both himself and his surroundings.

Kirby can throw out a piece of yarn to defeat enemies or use objects.

You will need to master these actions in order to save Patch Land!

MOVEMENT ACTIONS

Walk

Dash

Press left or right twice quickly to turn into a car.

Crouch

Climb/Descend Ladder

Snake

Press in the direction of an open passage.

Turn yourself into a single strand of yarn that can pass through narrow openings.

Go in Front Of/Behind a Layer of Fabric

Door

Stand in front of a doorway and press up on ✚.

Now you've passed through to the other side of the fabric!

Stitching

If you're behind a piece of fabric, you can use the stitching as a platform!

JUMP ACTIONS

Press and hold (2) again while in the air.

Parachute

When you transform into a parachute, you can slowly drift downward. Release (2) to transform back.

(2)

Jump

Jump high into the air.

Weight

Transform into a weight and crush enemies or break blocks (p. 11).

UNDERWATER ACTIONS

Swim

✚ or ✚ and (2)

You can swim with ✚ and press (2) repeatedly to speed up. Press and hold (2) to tread water.

You can still use whip actions (p. 11) and rolling-up actions (p. 12) while underwater.

Jump

Press up on ✚, or press and hold (2).

SPEAK/ADVANCE THROUGH THE STAGE

On the Area screen (p. 13), when you approach the characters in Quilty Square (p. 17) or entrances to various stages, a ✚ will appear. When you see this icon, press up on ✚ to speak to those characters or enter those areas.

WHIP ACTIONS

Patches and Buttons

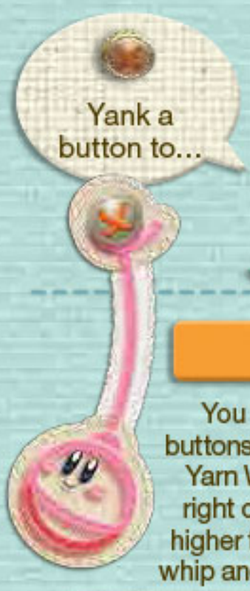
You can peel off Pull Patches and yank buttons to reveal rewards and new areas to explore.

Yarn Whip ①

Throw out your Yarn Whip at an enemy or a block.

Unravel it!

Kirby can unravel enemies to defeat them or unravel obstacles to clear his path.



Swing

You can also swing from certain buttons! Once you have attached your Yarn Whip to a button, press left or right on ✚ to swing. You can jump higher than normal if you release your whip and jump at the top of your swing.

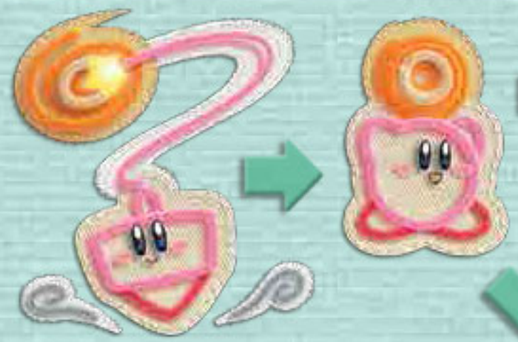
Zipper Pulls

Press left or right on ✚ to unzip a zipper.

UNRAVEL A BLOCK

Kirby can unravel certain blocks. Yarn blocks can be cleared out by unraveling them or by throwing a ball at them. Cloth Blocks can be removed by throwing a ball of yarn at them. There is also another kind of block called a Denim Block that Kirby can't break.

ROLLING-UP ACTIONS



Roll Up

Press ① to attack enemies, and hold down ① to roll them up!

You can roll up an enemy or a block into a ball of yarn. *Some things you roll up will explode if you don't throw them quickly! Some things will even target enemies after being thrown!*

① Throw a Ball of Yarn

Throw a ball of yarn to damage an enemy or break a block.

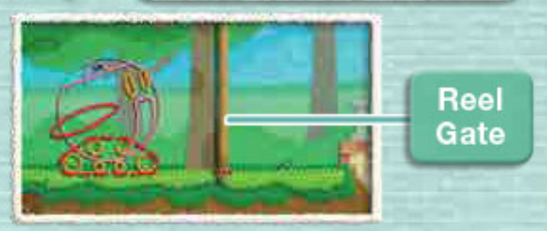
Drop a Ball of Yarn

✚ You can drop a ball of yarn, then whip it again to pick it up.

TRANSFORMATIONS

Pull on a Transform Patch to reveal a Metamortex! Each Metamortex is different and will grant Kirby different abilities!

For more information about Metamortexes and transformations, see Controls in the pause menu (p. 14).



PLAYING THE GAME

Control Kirby as he explores Patch Land! Each land contains several areas, including a boss stage as well as bonus stages!

AREA SCREEN

When you start a game, you will begin at the Area screen. From here, you can access a stage.

Stages

Stages marked with ??? are not yet open. Find the correct Area Patch (p. 16) to open them!

DISPLAY FULL MAP

Press Ⓐ while on the Area screen to see a map that shows which stages are open, as well as the medals (p. 16) and treasures (p. 15) you have acquired on each stage.

Current Area

Number of Beads

Stage Info

is the medal you've earned, is treasure you've found, and is treasure you haven't found yet.

Next Area

Areas you cannot yet enter will be marked with ???.

MOVING TO OTHER AREAS

Exiting to the far left and right ends of each area will take you to a new land. You can also press ⊖ to select an area and move there instantly. Select the area you want to move to by pressing left or right on ✚, then press ② to confirm. *You cannot move to areas you have not yet unlocked. You can also choose an area to visit by selecting Map on the pause menu.*

STAGE-START SCREEN

Entering a stage takes you to the stage-start screen. If you have already cleared the stage, you will see how many beads you acquired there, your Streak (p. 15), acquired treasures, and your medal rating. Once you have reviewed this info, press ② and choose the number of players you want to play with.

STAGE SCREEN

Control Kirby as he makes his way to the end of each stage (p. 16). You can spend the beads you acquire in any stage at the shops in Quilty Square (p. 17).

Beads Acquired

Bead Gauge and Streak

Beads

There are four types of beads, each with a different value:

PAUSE MENU

Press ⊕ on the Area screen or a stage screen to pause the game and display the pause menu. Depending on where you are, you might see different options displayed here.

AREA SCREEN	Change Layout	Only appears in the apartments. Allows you to redecorate an apartment (p. 18).
	Map	Move to a different area on the Area-selection screen.
	Take Photo	Take a picture of the paused game screen (p. 21).
	Album	View pictures you've taken and send them to the Wii Message Board (p. 21).
	Quit	Return to the title screen.
STAGE SCREEN	Continue	Unpause the game.
	Start Over	Start the stage over from the beginning.
	Controls	Explains how to control Kirby in the current environment.
	Quit	Quit the current stage and return to the Area screen.

BEAD GAUGE AND STREAK

As you pick up beads, your Bead Gauge will fill up. As your beads accumulate, you will reach certain medal markers. Here you can see how close you are to earning a medal at the end of the stage. If you continue to pick up beads without taking damage, your Streak will increase and you will receive bonus beads!

During two-person cooperative play, you can see which player has contributed more to the bead total by seeing how much of this bar is pink (P1) or blue (P2).

TAKING DAMAGE

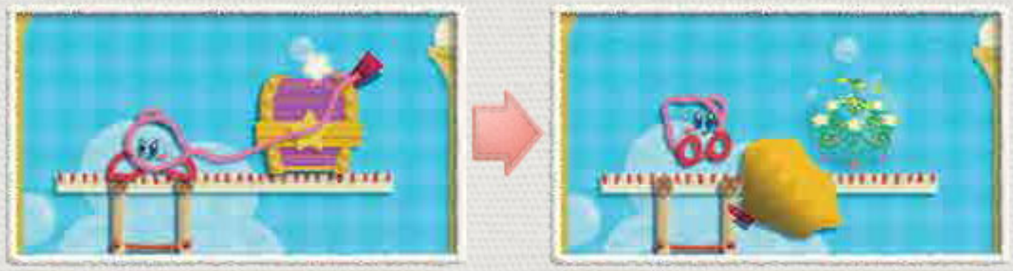
When you are hurt, you will lose some of your beads and your Streak will return to zero. Your Bead Gauge will go down according to the number of beads you drop. If you fall in a hole, Angie (p. 8) will carry you back to safety!

Losing beads may cause you to drop below the number needed to earn a medal. If this happens, you may finish the stage without earning the medal you want! Dropped beads disappear after a certain amount of time, but you might be able to pick some of them right back up!

TREASURE

With the exception of boss stages, each stage contains three treasures. You may find furniture that you can use to decorate the apartment (p. 18) or music that you hear in the game.

Here's how to find treasures:



Peel off a Treasure Patch...

to reveal a treasure!

RING THE BELL AT THE FINISH LINE

Swing from the Bonus Bell at the end of a stage to finish that stage. You will spin the wheel to win bonus beads based on the number of Bonus Stars the wheel lands on.

Bonus Stars

Three types of panels can appear on the wheel, showing two, three, or five stars. Grab all of the Bonus Stars in a stage to make all three panels appear on the wheel and give yourself the best chance at a big bonus!

CLEAR SCREEN

When you clear a stage, you can view your results, such as the number of beads you acquired and your medal ranking. Press (2) to advance to the Area screen.

Here you can see the number of beads you acquired, your longest Streak, and the treasures you found! (You will see silhouettes of any treasures you missed.)

There are four types of medals you can earn based on the number of beads you have when you clear a stage.

AREA PATCHES

Clearing a stage will earn you a new Area Patch. While holding this patch, press (1) on the Area screen to open a new stage! These patches must be used in the same area in which they were earned.

You can also earn a bonus Area Patch by clearing a boss stage with a certain number of beads.

QUILTY SQUARE

Here you will find a fabric store, a furniture store, Quilty Court, and the entrance to Patch Plaza where you can view what you've acquired.

SHOPS

You can trade beads at the furniture and fabric stores. Just talk to the shop owner, use ✚ to select an item, and press 2 to confirm your selection. The items available at the shop will change each time you talk to the owner.

QUILTY COURT

As you proceed, you will meet the manager of the apartment building, Dom Woole, who will give Kirby his own room. You can decorate this room any way you like with the furniture and fabric you acquire. You can also give Dom Woole a certain number of beads to add an extra floor to the building! *See p. 18-20 for more info about Quilty Court.*

PATCH PLAZA

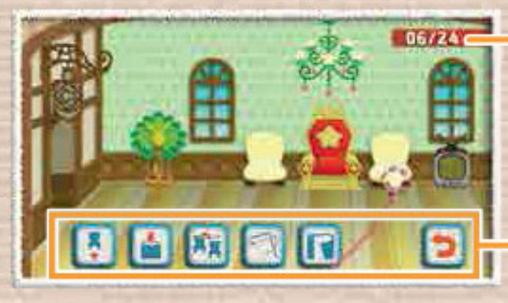
You can come here to read up on various characters in the game as well as see which medals you've earned on each stage, review in-game movies, listen to music you've found, and more!

QUILTY COURT

You can design Kirby's Pad as well as other rooms to attract new tenants who will become your friends!

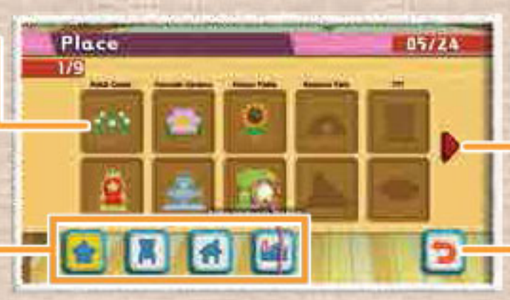
ARRANGE ROOMS

Press Ⓐ in Kirby's Pad, and hold the Wii Remote as the screen indicates. Point the Wii Remote at the screen and press Ⓐ to display the Layout menu.



PLACE FURNITURE

To place furniture, use the Wii Remote Pointer to point to , select a piece of furniture, and place it with Ⓐ! To rearrange your room, point at a piece of furniture, press Ⓐ to select it, move it to another spot, and press Ⓐ again to place it.



PUT AWAY

Put away a piece of furniture that was placed in the room. Select the furniture you want to put away, then select .

COPY

You can copy furniture that has been placed in a room. Just select , point at the piece of furniture you want to copy, and point to where you want to copy it to.

REUPHOLSTER

You can change the pattern and color of your furniture items by reupholstering them with new fabrics! Select the furniture item you want to reupholster, then select to display the screen below. Choose the type of fabric and the pattern you want to use, then confirm with . You can also change the position and size of the fabric as you reupholster!

You can choose from six types.

Depending on the type of furniture, there may be two fields you can change.

Object Area 1 | Object Area 2

Choose a fabric to display it. Select the menu to display the Edit Icon and perform the change there.

Stretch pattern | Rotate pattern | Shift pattern

CHANGE WALLPAPER

You can place fabric you own on the floor or walls. Choose , then choose where you want to put the fabric and the fabric you want to use.

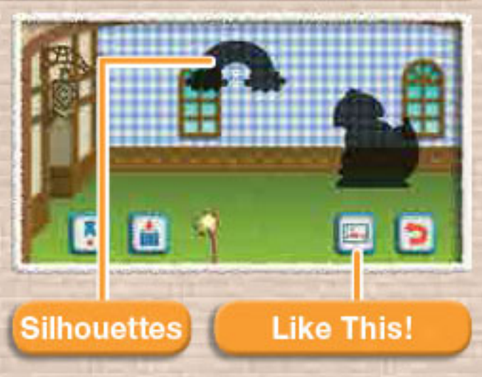
Wall | Floor

BACK

End your redecorating. Choose when you're finished, then turn the Wii Remote sideways and press 2.

MAKE NEW FRIENDS

There are empty rooms in the apartment building that you can decorate a certain way to attract new tenants who will become your friends. The silhouettes will indicate what furniture should be placed there. Placing all of the indicated furniture will cause a new tenant to appear! You can also choose Like This! to see how the room is supposed to look when it is finished and what furniture you may still need to find. *Adding a floor to the apartment building will give you more rooms!*



LISTEN TO YOUR FRIENDS!

Talk to your new friends to hear their requests. Different characters will ask you for different things, and completing each task successfully will earn you a reward. After talking to a friend, you can accept a task and select your desired stage.

Zeke

Find all of his friends hidden on a stage!

Beadrix

Collect beads before time runs out!

REQUEST SCREEN

This shows your given task and the amount of time you have to complete it. If you don't fulfill the request, you will fail the mission.

Conditions | Time Limit

Each friend will give you a different type of task. For example, Beadrix will always ask you to collect a certain number of beads.

PHOTO ALBUM

You can take a picture of the Area screen from the pause menu by selecting Take Picture, and then you can send photos you've taken to the Wii Message Board.

TAKING AND SAVING PICTURES

Choose Take Picture on the pause menu, then take a picture to display the menu below. You can save up to 10 pictures in the Photo Album.

Save Photos	Save a photo you've taken in the Album. If your album is full, you will need to choose View Album and delete some photos.
Album	Display the Photo Album, look at pictures, and erase pictures as needed.
Quit	Return to the Area screen. Pictures you've taken will not be saved unless you put them in your album.

ALBUM

Choose Album on the pause menu to look at/erase photos or send photos to the Wii Message Board. Choosing a photo will display the menu below. From there, you can choose one of the available options.

To Wii Message Board	Send the photo to the Wii Message Board. Once there, you can send the photo to your friends! For more information about the Wii Message Board, please see the Wii Message Board section of your Wii Operations Manual.
Erase Photo	Erase a photo from your album. Erased photos cannot be recovered, so please be careful!
Erase All Photos	Erase all photos in your album. Erased photos cannot be recovered, so please be careful!

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Shinya Takahashi

Executive Producer
Satoru Iwata

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